CRASH
BANDICOOT™
THE WRATH OF CORTEX
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Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

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For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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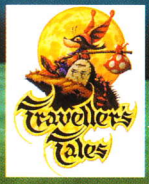

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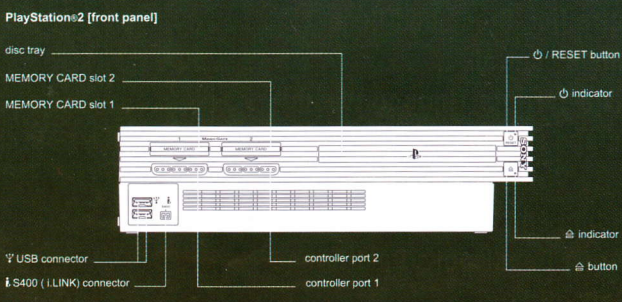
GETTING STARTED

PLAYSTATION®2 SETUP



Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Crash Bandicoot: The Wrath of Cortex™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate.

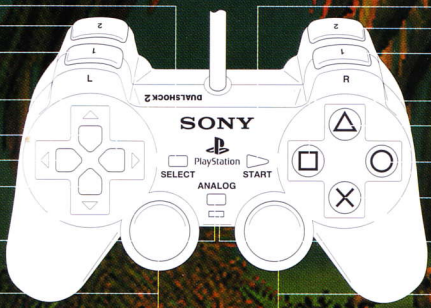
Follow the on-screen instructions and refer to this manual for information on using Crash Bandicoot: The Wrath of Cortex™.

MEMORY CARDS(8MB) (for PlayStation®2)

Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play. Crash Bandicoot : The Wrath of Cortex™ lets you save games at their current level of play onto Memory Cards (8MB)(for PlayStation® 2), and resume play on previously saved games. A Memory Card (8MB) (for PlayStation® 2) is required. Insert a Memory Card (8MB) (for PlayStation® 2) into either MEMORY CARD slot 1 or MEMORY CARD slot 2 BEFORE starting play. Important: Do not switch off the main unit, remove or insert a Memory Card (8MB) (for PlayStation® 2), or Controllers while saving or loading games. Doing so could damage the game data.

BASIC CONTROLS

Analog Controller (DUALSHOCK®2)



START OR ⊗ BUTTON	Start Game/Begin Play
START BUTTON	Pause
DIRECTIONAL BUTTONS OR LEFT ANALOG STICK	Select Options

Controlling Crash and Coco

Directional Buttons or Left Analog Stick

⇧ UP	Move Forwards
⇩ DOWN	Move Backwards
⇨ RIGHT	Move Right
⇦ LEFT	Move Left
△ BUTTON	Show Status Panel
✕ BUTTON	Jump
□ BUTTON	Spin Crash/Coco's Karate Kick
○ or [R1] BUTTON	Crouch (not moving)
HOLD ○ BUTTON THEN MOVE ⇧, ⇩, ⇨, or ⇦	Crawl
✕ + ○ or ✕ + [R1] (in mid-air)	Body Slam Crash/ Coco's Stomp
○ or [R1] BUTTON WHILE RUNNING ⇧, ⇩, ⇨, or ⇦	Slide
○ + ✕ or [R1] BUTTON + ✕ WHILE RUNNING ⇧, ⇩, ⇨, or ⇦	Super Slide High Jump

VEHICLE CONTROLS

(USE LEFT ANALOG STICK TO CONTROL DIRECTIONAL MOVEMENT)

Firefly

⊗ BUTTON – Hold ⊗ to lock onto enemies. Release ⊗ to fire when lock-on is complete.

Glider / Space Fighter

⊗ BUTTON – Fire Cannon and Lasers
[R2] **BUTTON** – Barrell Roll Right
[L2] **BUTTON** – Barrell Roll Left

Copter-Pak

UP – Moves Crash down
DOWN – Moves Crash up
⊗ BUTTON – Moves Crash forward
○ BUTTON – Moves Crash backwards
□ BUTTON – Spin Copter-Pak
⇦ / ⇨ – Moves Crash left/right

Jeep

⊗ BUTTON – Accelerate

Coco's Scooter/Snowboard

⊗ BUTTON – Jump
○ BUTTON – Speed Boost

Sub

□ BUTTON – Shoot Torpedos
⊗ BUTTON – Release Depth Charge

Mech

Directional Buttons – move/aim bazooka when active
⊗ BUTTON – Jump
□ BUTTON – Hold to activate bazooka and release to fire

WRATH IS A TERRIBLE THING TO WASTE!

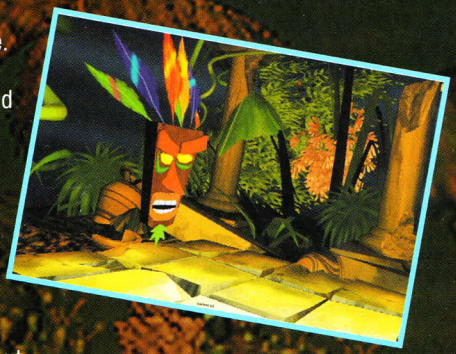
When we last saw Crash Bandicoot he had just defeated Dr. Neo Cortex and Uka-Uka and was finally going to take some well-earned time off. So there he was, with his super-smart sis, Coco, and his friendly companion, Aku Aku, soaking up little rays on the beach. But as we we all know, diabolical evil always finds a way to ruin Crash's day.

Somewhere else in the galaxy, Uka Uka holds a "bad-guy convention" in a newly built space station. The attendees are Dingodile, N Tropy, Tiny, N Gen and of course Dr. Neo Cortex. Uka Uka is furious, evil's productivity is way down and something has to be done. Luckily, over the past couple of years, Dr. Cortex has been working on a super-secret weapon that will surely crush Crash forever—a super-bandicoot named Crunch. Unfortunately, he needs more power to finish it. Uka tells the group of baddies a story:

...Several thousands of years ago the Ancient Ancestors fought a brave battle against the Elementals—a group of renegade masks who had control and power over the elements of Air, Earth, Fire and Water. Each mask reigned over a specific element and used these elements to ravage the globe. The Ancient Ancestors were able to imprison the Elementals through the use of special crystals that put them in a state of hibernation.

Uka Uka explains that if they can release these masks and harness their destructive power, Cortex can complete his super-secret weapon and rid themselves of Crash Bandicoot once and for all.

Back on Earth, all heck breaks loose.



A volcano erupts, showering the land with lava and charred rock. A tornado rages through the jungle and then a thundering earthquake shakes the Earth off of its hinges. Aku Aku knows something is very wrong here. He knows the Elementals have been unleashed on the world once again. The only way to put an end to the Elementals is to find the Elemental crystals that are scattered all across the Earth. Utilizing her brilliant technical savvy, Coco creates a Virtual Reality warp device that will take them to the different points on the globe to retrieve the crystals.

Can Crash and Coco brave the elements and destroy Crunch? Or will Cortex finally have his day in the sunlight?

PAUSING AND OPTIONS

PAUSE SCREEN

If Dr. Cortex's wrath is getting the better of you, you can pause at any time. On the Pause screen, check your progress through the game and set your game play options.

Player Name
Name of saved game

Options:
Choose between three options, Resume Game, Game Options, Return to the Warp Room

% Completed
Percentage of game completed

Crystals, Gems, Relics & Powers
Runs in a cycle, shows the number of collected items, total items found throughout the game, and any special powers in use

OPTIONS

To change or select game options from the Pause screen; press the Directional Buttons or [L3] UP/DOWN to select an option and then to make adjustments. Press the ⊗ Button to confirm options.

Vibration ON/OFF
Turn Vibration ON or OFF.

Sound Option
Select MONO or STEREO sound, and adjust the MUSIC and SOUND FX volume.

Center
Adjust screen LEFT or Right.

HOW TO GO VIRTUALLY ANYWHERE

The Virtual-Reality Hub System

Coco has created a Virtual Reality Hub System to aid you in finding all the crystals.

The VR Hub System

There are five VR Hubs.

Each VR Hub has five teleportation portals to different levels.

After completing all five levels, a sixth teleportation portal will appear, opening a portal to a Boss level.

Defeat Crunch and the Elemental at the end of each hub to unlock the next VR Hub.

LOADING AND SAVING

Saving a game

1. To save a game, walk up to the Load/Save terminal to activate it.
2. If you are saving a game for the first time, select a save slot to save your game into (there are 4 possible save slots).
3. Select the slot where you want your game saved and press ⊗.

Loading a game

1. To Load a Saved Game, walk up to the Load/Save terminal to activate it.
2. Select a previously saved game from the games available by pressing ⊗.

GEMS ARE A BANDICOOT'S BEST FRIEND

Wumpa Fruit

Collect 100 pieces of Wumpa Fruit and earn a free life (1-up).

Aku Aku (Witch Doctor Mask)

When possessing an Aku Aku Mask, Crash is shielded from one enemy's attack or contact. Collect three Aku Aku Masks to earn temporary invulnerability from all minor dangers.

Crystals

Crystals are the most important items in the game. Find all 25 Crystals (there's one hidden in every level except the Boss levels) to finish the game. In some levels you will win the Crystal at the end or after completing a specific challenge.

Gems

Gems are more difficult to find than Crystals, but well worth the effort.

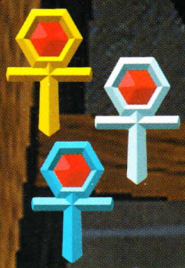
There are two types of Gems:

Clear Gems are your reward for breaking all of the boxes in a level or for completing a secret area.

Colored gems are found in special levels and transport you to hidden areas.

Relics

You can win Relics by re-entering the level after collecting the Crystal. You can play in Time Trial mode. If you beat the level under the pre-designated time (shown before you enter the level), you will be rewarded with a Sapphire, Gold, or Platinum Relic. (See "Time Trial" for details.)



The first five Relics you receive will open up a secret level. You must go through these secret levels to get 100% completion of the game.

Crate Balls of Fire!

It's all about the crates! Smash the boxes open to get at all the secret goodness inside, like Wumpa fruit or 1-Ups. But not all crates are nicey nicey, so be careful!

Crate

This is your everyday, garden-variety box.
Crack these open to get at those delicious Wumpa fruit.

Bouncy Box

Always good for a boost to reach those high areas, not mention all the fruit they give if you keep jumping on them. Spinning them will leave you with nothing!

Surprise Box

You never know what you'll find—there's a surprise in every box.

Aku Aku Box

I hear ya knockin' so I'm gonna let ya out! Smash these crates to release the Aku Aku spirit. He will aid Crash and Coco by protecting them. Collect 1 mask for one hit point, 2 masks for two hit points, and 3 masks for temporary invincibility.

Checkpoint Crate

Busting these crates open will allow you to restart from that point if you happen to lose a life, instead of restarting at the beginning of the level.

Crash Crate

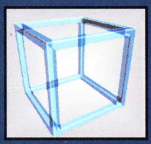
An extra life in every box! On levels with Coco these crates will be replaced with Coco Crates.

TNT Crate

Hop on these to trigger the 3-second delay fuse. Stand clear before they blow! Careful not to spin these or...**BLAMMO!**

Slot Box

Watch them change faster and faster. Spin them to win your prize. But act fast as they will quickly turn into an unbreakable iron crate.



Outline Box
These strange boxes appear only if the Switch Box hidden in that level is activated.

Switch Box
Hit these to turn on those silly Outline Boxes.

Nitro Crate
Caution should be used when close to these highly volatile boxes. Many a bandicoot has been vaporized by these green meanies.

Nitro Switch Box
Smacking these will detonate every Nitro Crate in the level.

Spring Crate
Jump on these wooden crates to give you that extra height on jumps.

Iron Spring Crate
These hard-to-reach crates will spring you to those hard to reach places.

Steel Crates
These are stronger than your average crate. Try some of Crash's or Coco's other moves to crack these bad boys open.

Time Bo
Found only in Time Trial Mode these boxes will freeze the timer for th number of seconds listed on the side

Invisibility Crate
When spun, Crash becomes invisible for a limited time. On the screen you'll appear as an outline of Crash. Note: Certain objects may not detect you if you are invisible.

TIME TRIAL

Fastest Marsupial Gets a Prize

Time Trial

After you finish a level the first time, race through it again in Time Trial mode. You can win a Sapphire, Gold, or Platinum Relic depending on how fast you go.

Sapphires and Gold relics are easy to win; but Platinum means you really "hauled bandicoot." (Total 30 Relics)

To Make a Time Trial Run:

The pre-designated time appears in the virtual display when standing next to the level portal. This is the time you must beat.

Touch the stopwatch near the beginning of a level to activate the timer; otherwise you'll play the level in regular mode.

Speed through the level as fast as you can. When you break a box with a number on it, the clock freezes for that amount of time.

In Trial mode you do not lose lives, so play through as many times as you like. When you finish the level, the Name screen appears so you can register your best time.

NEW POWERS

Each time you defeat a Boss, a new power is yours for the rest of the game.

Tip Toe
[L2] Button

Super Double Jump
⊗ + ⊗ Buttons (at the top of the first jump)

Death Tornado
□ Button (tap repeatedly)

Crash Dash
Left Analog Stick or Directional Buttons + [R2]

Bazooka
[L1] + ⊗ Buttons (hold [L1] the press the ⊗ Button to fire)

SO YOU THINK YOU HAVE WHAT IT TAKES...

THE BARE MINIMUM

Just make it through all the levels. When you've collected all 25 Crystals and defeated Dr. Cortex and Crunch, you win.

DO IT ALL

You can go through a level without getting 100% of the collectibles it holds, BUT to win the real prize of this elemental world, scour each Warp Portal and dig up everything there is in each level—including the secret areas.

Go for It, Champ!

You begin the game with four lives for Crash and Coco.

To earn more lives: Collect 100 Wumpa Fruits. Break open a Crash Crate and collect a Crash 1-UP.

If you run out of lives, the game is over. To continue, select YES and press the ⊗ **Button**.

Keep an eye out for Bonus platforms and Death Routes in any level. Jump onto them to fly to a special bonus area. Run through the maze, grabbing everything that isn't tacked down. Once you complete a bonus area, you can't play it again.

The Status Panel

Press the △ **Button** during game play to display the Status Panel and check on your progress.

OUR HEROES AND HEROINE

Crash Bandicoot

Taken from his jungle paradise and subjected to Dr. Neo Cortex's Evolvo-Ray, Crash was the pinnacle of Cortex's genetic manipulation. But as fate would have it, Crash was thrown out like garbage by Cortex for being a nice guy. Crash spends his time these days
sunning himself by the seaside, and is called upon from time to time to thwart any World Domination plans Dr. Neo Cortex might have in the works. Can Crash do it again?

Coco Bandicoot

Coco, Crash's little sister, was also snatched from the jungle and genetically enhanced by Cortex. She is a super-smart computer expert, with a love of Hong Kong martial art movies, and one heck of a scooter rider! She's always there to back her big bro up, and not afraid to mix it up herself.

Aku Aku

A kindly omnipotent witch doctor mask, Aku Aku guides and aids Crash and Coco in stopping Cortex's and Uka Uka's devious plans.

DR. NEO CORTEX
AND HIS BADDIES

Crunch

Cortex's most radical weapon yet created, Crunch is a perfectly tuned Super-Bandicoot! A bionic brute, he has been genetically created for one reason and one reason alone:

DESTROY CRASH BANDICOOT!

Tiny the Tiger

Tiny is a hulking ferocious beast, who some believe may have been Dr. Cortex's first foray into genetic alteration. Don't let his size fool you; Tiny may be muscle-bound, but he certainly isn't a dimwitted buffoon.

Dingodile

Another freak of nature created by Cortex in his pursuit of the perfect genetic warrior. Dingodile, a half dingo, half crocodile monstrosity who enjoys reading Shakespeare, playing croquet, and roasting orange marsupials with his flamethrower.

Dr. N. (Nefarious) Tropy

Known for his diabolical work in quantum warp technology and his Time Twister device, Dr. N. Tropy can usually be found disturbing the temporal flow by creating time paradoxes just for laughs.

Dr. N. Gin

Half man, half machine, with half a missile sticking out of his head, Dr. N. Gin, Cortex's right-hand man, is a scientific genius in robotics and cybernetics.

Uka Uka

The evil twin mask of Aku Aku, Uka Uka is the controlling force behind Cortex's obsession with conquering the world.

ELEMENTAL MASKS

Elementary, My Dear Bandicoot

Rok-Ko

Quick to anger with a head full of rocks, Rok-Ko is the elemental mask of Earth. He controls such earthly forces as earthquakes and landslides to name a few.

Wa-Wa

Out to flush the world clean and rebuild it as he remembers it, this stick-in-the-mud puddle is the elemental mask of Water.

Lo-Lo

This crazy joker could be a real blast at a party if he didn't always blow the house down! Lo-Lo is the elemental mask of Air and has dominion over the forces of wind.

Py-Ro

The strongest and the most evil of the ancient elemental masks, Py-Ro controls the element of fire. His temper is known to go off like a volcano when perturbed.

CUSTOMER SUPPORT

Universal Interactive Technical Support can be reached in the following ways:

Toll Free Technical Support Line
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(866) 341-0879 8 a.m.–5 p.m. PST Monday–Friday

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Lines open 24 hrs, 365 days a year, using our automated technical support attendant. This system includes answers to all commonly posed questions and problems with our new and major titles. It is set up in a friendly and easy to use menu system that you navigate through using a touch tone telephone. If the answer to your question is not in our automated system, then you will be transferred to a technician between the hours of 9am and 5pm Monday to Friday.

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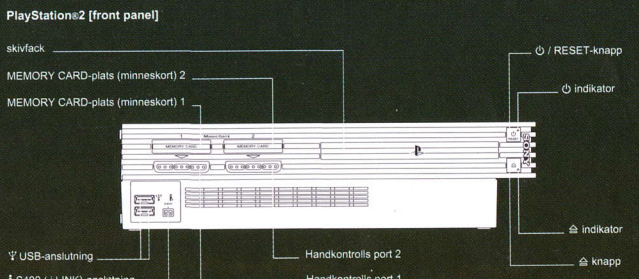
GETTING STARTED

PLAYSTATION®2 SETUP



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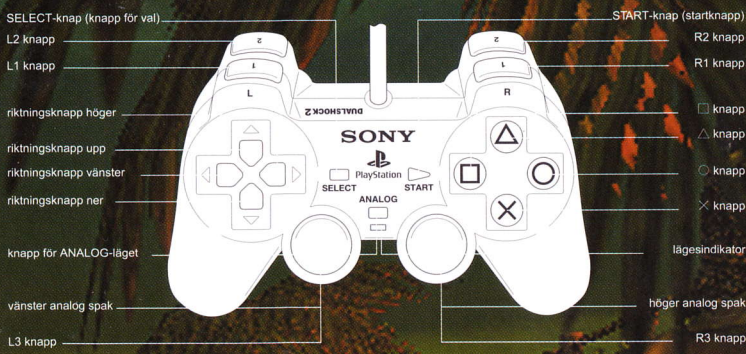
BASIC CONTROLS

Analog Handkontroll (DUALSHOCK®2)



START OR ⊗ BUTTON	Start Game/Begin Play
START BUTTON	Pause
DIRECTIONAL BUTTONS OR LEFT ANALOG STICK	Select Options

Styra Crash och Coco

Riktningsknapparna eller den vänstra analoga styrspaken

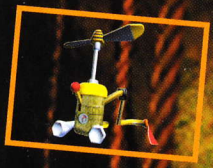
⇧ UPP	Framåt
⇩ NED	Bakåt
⇨ HÖGER	Höger
⇦ VÄNSTER	Vänster
△ KNAPPEN	Visa status
⊗ KNAPPEN	Hoppa
□ KNAPPEN	Snurra Crash/ Cocos karatespark
◎ eller [R1] KNAPPEN	Kryp ihop (orörlig)
HÅLL ◎ KNAPPEN NEDRYCKT, TRYCK SEDAN PÅ ⇧, ⇩, ⇨, eller ⇦	Kryp
⊗ + ◎ eller ⊗ + [R1] (i luften)	Crash Magplask/ Coco Stampar
◎ eller [R1] KNAPPEN MEDAN NEDTRYCKT ⇧, ⇩, ⇨, eller ⇦	Glid
◎ + ⊗ eller [R1] KNAPPEN + ⊗ MEDAN NEDTRYCKT ⇧, ⇩, ⇨, eller ⇦	Glid och hoppa

Eldflugan

⊗ **KNAPPEN** – Håll ned ⊗ om du vill låsa siktet på målet. Släpp upp ⊗ när du har låst siktet och du vill skjuta.

Glidflygplan / Rymdfarkost

⊗ **KNAPPEN** – Avfyra kanoner och laser
[R2] **KNAPPEN** –Spinna åt höger
[L2] **KNAPPEN** – Spinna åt vänster



Helikopterryggsäck

⇧ **UPP** – Crash rör sig nedåt
⇩ **NED** – Crash rör sig uppåt
⊗ **KNAPPEN** – Crash rör sig framåt
○ **KNAPPEN** – Crash rör sig bakåt
⇦ / ⇨ – Crash rör sig åt vänster/höger

Jeep

⊗ **KNAPPEN** – Accelerera

Cocos kickboard/snowboard

⊗ **KNAPPEN** – Hoppa
○ **KNAPPEN**– Mer fart

Ubåt

□ **KNAPPEN** – Skjut torpeder
⊗ **KNAPPEN** – Fäll sjunkbomb

Mekanisk Robot

Riktningsknappar – flytta/sikta bazooka när den är aktiv
⊗ **KNAPPEN** – Hoppa
□ **KNAPPEN** – Håll ned om du vill aktivera bazookan. Släpp upp när du vill skjuta

PAUSA OCH INSTÄLLNINGAR

PAUS

Om Dr. Cortexs vrede får övertaget kan du pausa när du vill.
I pausfönstret visas dina framsteg under spelets gång. Där gör du också dina spelinställningar.

Spelarens namn
Namn på sparat spel

Options (alternativ):
Välj mellan tre alternativ, "Resume Game" (Fortsätt), "Game Options" (Spelalternativ), eller återvänd till "Warp Room" (Genvägsrummet)

% Avklarat
Hur stor del av spelet som avklarats

Kristaller, Ädelstenar, Reliker & Extrastyrkor:
Visar antalet föremål som kan hittas i spelet samt hur många som hittats hittills samt ev extrastyrkor som används.

INSTÄLLNINGAR

Om du vill ändra eller välja spelinställningar i pausfönstret trycker du på riktningsknapparna eller på [L3] UPP/NED. Välj ett av alternativen och gör de inställningar du vill. Tryck på ⊗ knappen om du vill bekräfta inställningarna.

Vibrator PÅ/AV (vibration on/off)
Slå PÅ eller AV vibrator.

Ljudalternativ (sound)
Välj MONO eller STEREO och justera volymen (FX) för MUSIK och LJUD.

Centrera (screen)
Justera skärmen: VÄNSTER eller HÖGER.

SÅ HÄR RÖR DU DIG ÖVERALLT I DEN VIRTUELLA VÄRLDEN

Systemet med virtuella världscentra

Coco har skapat ett system med virtuella centra så att det blir enklare för dig att hitta alla kristaller.

Systemet med virtuella centra

Det finns fem virtuella centra.

Varje centrum har fyra teleporteringsportaler till olika nivåer.

När de fem nivåerna är avklarade visas en sjätte teleporteringsportal. Via den öppnas en överordnad nivå.

Du måste besegra Crunch och Elemental när du befinner dig i slutet av varje centrum för att kunna låsa upp nästa virtuella centrum.

HÄMTA OCH SPARA

Spara ett spel

1. Om du vill spara ett spel går du till terminalen för hämta/spara.

2. Om det är första gången du sparar spelet måste du välja en plats där du sparar spelet (Det finns fyra platser där spelet kan sparas).

3. Markera den plats där du vill att spelet ska sparas. Tryck sedan pÅ ⊗.

Hämta spel

1. Om du vill hämta ett sparat spel går du till terminalen för hämta/spara.

2. Välj ett tidigare sparat spel bland de tillgängliga spelen genom att trycka på ⊗.

Lådor

Det är lådorna som är viktiga! Öppna lådorna om du vill se det hemliga innehållet, t.ex. wumpa-frukter eller ett extraliv. Men var försiktig – alla lådor har inte lika trevligt innehåll!

Fruktlåda

Det här är din dagliga fruktkorg.
Öppna den så får du en läcker wumpa-frukt

Studslåda

Alltid bra att få hjälp att nå de högre nivåerna, för att inte tala om all frukt du får om du hoppar på dem. Men snurra dem inte – då får du ingenting!

Överraskningslåda

Du vet aldrig vad du hittar—i varje låda finns en överraskning.

Aku Aku-låda

Om du öppnar en Aku Aku-låda kommer Aku Aku-anden ut. Han hjälper Crash och Coco genom att skydda dem. Du får en mask för en träff, två masker för två träffar och tre masker för kortvarig oövervinnlighet.

Checkpoint-låda

Om du öppnar en checkpoint-låda kan du starta om härifrån när du förlorar ett liv istället för att behöva börja om från början av aktuell nivå.

Crash-låda

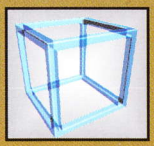
Ett extra liv i varje låda!
På nivåer med Coco ersätts lådorna med Coco-lådor.

TNT-låda

Hoppa på en TNT-låda om du vill tända 3-sekundersstubinen. Se upp när det smäller! Akta dig för att snurra dessa, annars kan det hända att...**PANG!**

Snurr-låda

Se hur de förändras snabbare och snabbare. Snurra dem om du vill ha ditt pris. Men gör det snabbt för de förvandlas lätt till okrossbara järnlådor.

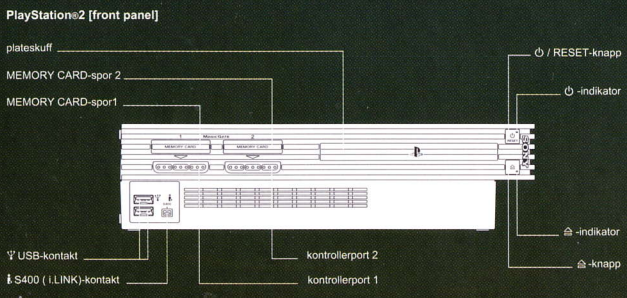


NITRO

1
2
3

GETTING STARTED

PLAYSTATION SETUP



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BASIC CONTROLS

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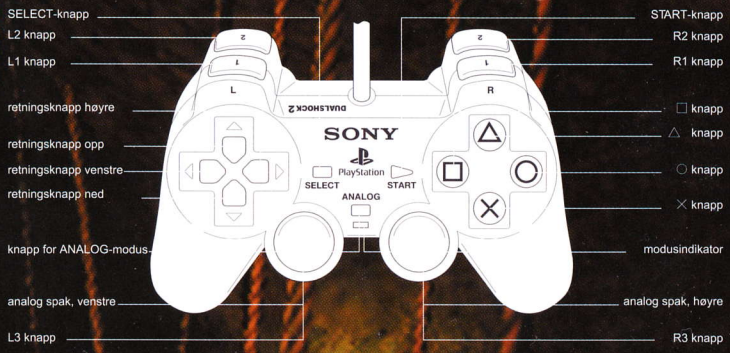

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START BUTTON	Pause
DIRECTIONAL BUTTONS OR LEFT ANALOG STICK	Select Options

Styre Crash og Coco

Retningsknapper eller venstre analog styrespake

⇧ OPP	Flytt framover
⇩ NED	Flytt bakover
⇨ HØYRE	Flytt mot høyre
⇦ VENSTRE	Flytt mot venstre
△ KNAPPEN	Vis statuspanel
⊗ KNAPPEN	Hopp
□ KNAPPEN	Spinn Crash/ Cocos karatespark
○ eller [R1] KNAPPEN	Krøke seg sammen (uten bevegelse)
HOLD ○ KNAPPEN NEDE, OG TRYKK ⇧, ⇩, ⇨, eller ⇦	Krabbe
⊗ + ○ eller ⊗ + [R1] (i luften)	Body Slam/ Coco's stomp
○ eller [R1] KNAPPEN MENS MAN KJØRER ⇧, ⇩, ⇨, eller ⇦	Glider
○ + ⊗ or [R1] KNAPPEN + ⊗ MENS MAN KJØRER ⇧, ⇩, ⇨, eller ⇦	Super Glider

FARTØYKONTROLLER

(BRUK DEN VENSTRE ANALOGE SPAKEN TIL Å KONTROLLERE BEVEGELSESRETNINGEN

firefly

⊗ **KNAPPEN** – Hold ⊗ for å låse målet. Slipp ⊗ for å skyte på målet.

Glidefly/Space Fighter

⊗ **KNAPPEN** – Skyte kanon og lasere
[R2] **KNAPPEN** –rulle tønnen mot høyre
[L2] **KNAPPEN** – rulle tønnen mot venstre

Kopter-pakke

⇧ **OPP** – Flytter Crash ned
⇩ **NED** – Flytter Crash opp
⊗ **KNAPPEN** – Flytter Crash framover
◎ **KNAPPEN** – Flytter Crash bakover
⇦ / ⇨ – Flytter Crash mot venstre/høyre

Jeep

⊗ **KNAPPEN** – Aksellerere

Cocos scooter/snøbrett

⊗ **KNAPPEN** – Hoppe
◎ **KNAPPEN**– Fartsøkning

U-båt

□ **KNAPPEN** –Skyte torpedoer
⊗ **KNAPPEN** – Send dybdeladning

Mech

Retningsknappene – flytte/sikte bazooka når denne er aktivert
⊗ **KNAPPEN** – Hoppe
□ **KNAPPEN** – Hold nede for å aktivere bazooka og slipp opp for å skyte

PAUSE OG INNSTILLINGER

SETTE SKJERMBILDET I PAUSEMODUS

Hvis Dr. Cortex får overtaket på deg, kan du når som helst stanse spillet midlertidig. I pauseskjermbildet kan du sjekke fremdriften din og angi valg for spillet.

Spillerens navn
Navnet på lagret spill

Valg:
Du har tre valg : RESUME for å fortsette spillet, GAME OPTIONS for å innstillinger og WARP ROOM for å gåt yilbake til Warp rommet

% Gjennomført
Hvor mange prosent av spillet du har gjennomført

Krystaller, edelstener, Relikvier & egenskaper
Går i sirkel, viser hvor mange ting du har samlet på, hvor mange ting du har funnet gjennom spillet, og hvilke spesial egenskaper du bruker

VALG

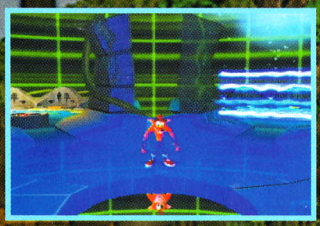
Hvis du vil endre eller angi spillvalg fra pauseskjermbildet, trykker du på retningsknappene eller [L3] OPP/NED for å velge et alternativ og deretter gjøre endringer. Trykk på ⊗ knappen for å bekrefte valgene dine.

Vibrasjon på/av
Slår vibrasjon PÅ eller AV.

Lydvalg
Velg MONO eller STEREO lyd og juster volumet for MUSIKK og LYDEFFEKTER.

Sentrert
Juster skjermen mot VENSTRE eller HØYRE.

SLIK KOMMER DU DEG FRAM



Virtuel-Reality HUB systemet

Coco har skapt et Virtual-Reality Hub system

VR-HUB systemet

Det er fem VR-Hub'er.

Hvert VR-Hub har fem teleoverføringsportaler til andre nivåer.

Når du har fullført alle de fem nivåene, vil en sjette teleoverføringsportal vises og denne åpner en portal til et toppnivå.

Du må beseire Crunch og naturkreftene ved slutten av hvert Hub for å låse opp for det neste VR-navet.

LASTE INN og LAGRE

Lagre et spill

1. Hvis du vil lagre et spill, går du opp til Laste inn/Lagre-terminalen for å aktivere denne.
2. Hvis du lagrer et spill for første gang, må du velge en lagringsplass hvor spillet kan lagres (det finnes 4 lagringsplasser).
3. Velg plassen der du vil lagre spillet ditt og trykk på ⊗.

Laste inn et spill

1. Hvis du vil laste inn et lagret spill, går du opp til Laste inn/Lagre-terminalen for å aktivere denne.
2. Velg et lagret spill blant de tilgjengelige spillene ved å trykke på ⊗.

Saken er i boks!

Her er de viktigste ingrediensene i spillet! Slå til boksene så de åpner seg og få tak i alle de hemmelige godsakene inni dem, som Wumpa-frukt eller ekstra liv. Men ikke alle boksene er like hyggelige, så vær forsiktig!

Kasse

Dette er en ordinær hagekasse.
Åpne dem for å få tak i den deilige Wumpa-frukten.

Sprettboks

Disse er alltid nyttige for å få et ekstra løft slik at du når områdene som ligger høyest, for ikke å nevne all frukten de gir hvis du fortsetter å hoppe på dem. Spinner du dem, ender du opp uten noe som helst!

Overraskelsesboks

Man vet aldri hva man vil finne – hver boks inneholder en overraskelse.

Aku Aku-boks

Knus disse boksene for å slippe fri Aku Aku-ånden. Han vil hjelpe Crash og Coco ved å beskytte dem. Ta med deg 1 maske for ett treffpoeng, 2 masker for to treffpoeng og 3 masker for tre treffpoeng.

Kontrollpunktkasse

Hvis du knuser en av disse kassene, kan du starte fra dette punktet hvis du skulle miste et liv, i stedet for å starte helt fra begynnelsen av nivået.

Crash-kasse

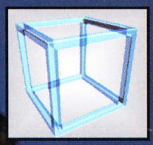
Et ekstra liv i hver kasse! På nivåer med Coco vil disse kassene erstattes med Coco-kasser.

TNT-kasse

Hopp på disse for å sette i gang lunten som har 3-sekunders forsinkelse. Kom deg unna før det smeller! Vær forsiktig så du ikke spinner disse, for ellers ...
BAAANG!

Snurreboks

Se hvordan de forandrer seg fortere og fortere. Spinn dem for å vinne prisen. Men reager raskt, for de vil raskt forvandles til en ugjennomtrengelig jernbokse.



Omrissboks
Disse rare boksene dukker bare opp hvis bryterboksen på nivået er aktivert.

Bryterboks
Slå til disse for å slå på de merkelige omrisskassene.

Nitrokasse
Når du er i nærheten av disse meget eksplosive kassene, må du være forsiktig. Mang en bandicoot har blitt fordampet av disse grønne uslingene.

Nitro-bryterboks
Slår du til disse, vil alle nitrokassene på nivået detoneres.

Hoppekasse
Hopp på disse trekassene for å få ekstra høyde når du hopper. .

Jern-hoppekasse
Disse lite tilgjengelige kassene gir deg et løft til stedene som er vanskelige å nå.

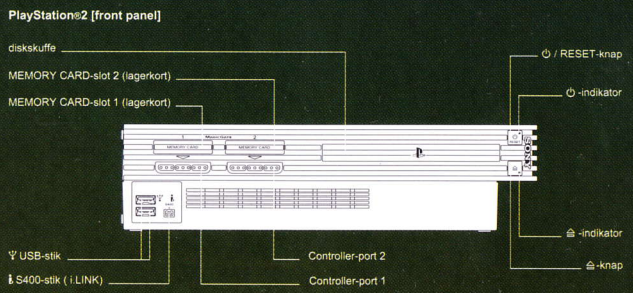
Stålkasse
Disse er sterkere en de vanlige boksene. Prøv noen av de andre trekkene til Crash eller Coco for å få åpnet disse tøffingene.

Tidsboks
Disse boksene finner du bare i tidsprøvemodus, og de fryser tidtakeren i det antallet sekunder som vises på siden..

Usynlighetskasse
Når denne spinnes, blir Crash usynlig i en begrenset tid. På skjermen vil du vises som et omriss av Crash. Merk: Enkelte objekter vil kanskje ikke oppdage deg hvis du er usynlig.

GETTING STARTED

PLAYSTATION SETUP



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BASIC CONTROLS

Analog Controller (DUALSHOCK®2)

START OR ⊗ BUTTON	Start Game/Begin Play
START BUTTON	Pause
DIRECTIONAL BUTTONS OR LEFT ANALOG STICK	Select Options

Styre Crash og Coco

Retningstasterne eller venstre Analoge Styrepind

⇧ OP	Gå fremad
⇩ NED	Gå tilbage
⇨ HØJRE	Gå til højre
⇦ VENSTRE	Gå til venstre
△ TAST	Vis statuspanel
⊗ TAST	Hop
□ TAST	Spin Crash/ Cocos cirkelspark
○ eller [R1] TAST	Krumme sig sammen (uden bevægelse)
HOLD ○ TASTEN NEDE OG , TRYK PÅ ⇧, ⇩, ⇨, eller ⇦	for at kravle
⊗ + ○ eller ⊗ + [R1] (i luften)	Body Slam / Coco´s Stomp
○ eller [R1] TASTEN MENS DU LØBER Å ⇧, ⇩, ⇨, eller ⇦	Glider
○ + ⊗ eller [R1] TASTEN + ⊗ MENS DU LØBER ⇧, ⇩, ⇨, eller ⇦	Super Glider

STYRING AF KØRETØJER

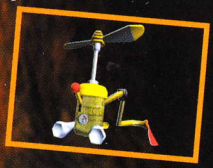
(BRUG DEN VENSTRE ANALOGE PIND TIL AT STYRE KØRERETNINGEN)

Firefly

⊗ **TAST** – Hold ⊗ for at låse fast på fjenden
Slip ⊗ for at skyde når fjenden er last fast.

Glider / Space Fighter

⊗ **TAST** – Affyrer Kanon og Lasere
[R2] **TAST** –Tønde ruller til højre
[L2] **TAST** – Tønde ruller til venstre



Copter-Pak

⇧ **OP** – Bevæger Crash ned
⇩ **NED** – Bevæger Crash ned
⊗ **TAST** – Bevæger Crash fremad
○ **TAST** – Bevæger Crash fremad
⇦ / ⇨ – Bevæger Crash til højre og venstre

Jeep

⊗ **TAST** – Accelerér

Coco´s Scooter/Snowboard

⊗ **TAST** – Hop
○ **TAST**– Fart Boost

U-båt

□ **TAST** –Affyrer torpedoer
⊗ **TAST** – Udløser Dybvandsbomber

Mech

Retningstaster – bevægelse / sigte med bazooka når denne er aktiv
⊗ **TAST** – Hop
□ **TAST** – Tryk for at aktivere bazooka og slip for at affyre denne

PAUSE OG INDSTILLINGER

PAUSE SKÆRM

Hvis Dr. Cortex er ved at få dig ned med nakken kan du pause spillet til hver en tid. På pause skærmen kan du se dit fremskridt gennem spillet samt ændre dine forskellige spil indstillinger.

Spiller Navn
Navnet på det gemte spil.

Indstillinger:
Vælg mellem tre muligheder, genoptag spil, spil indstillinger og tilbage til Warp rummet.

% gennemført
Del af spil gennemført angivet i procent.

Krystaller, ædelsten, relikvier og kræfter
Kører i ring, viser antallet af samlede genstande gennem hele spillet samt speciale kræfter i brug.

INDSTILLINGER

For at ændre eller vælge spil indstillinger på pause skærmen; tryk på Retningstasterne eller [L3] OP/NED for at vælge en funktion og derefter foretage ændringer. Tryk på ⊗ Tasten for at bekræfte valget.

Vibration TIL/FRA
Slå Vibration TIL eller FRA.

Lyd indstillinger
Vælg MONO eller STEREO lyd, og justér MUSIK og LYD EFFEKT styrke.

Skærmjustering
VENSTRE eller HØJRE

HVORDAN DU VIRTUELT KAN BEVÆGE DIG ALLE STEDER

Virtual-Reality Hub Systemet

Coco har skabt et Virtual Reality Hub System som kan hjælpe dig med at finde alle krystallerne.

VR Hub Systemet

Der er fem VR Hubs.

Hver VR Hub er udstyret med fem teleporterings portaler til forskellige levels.
Efter at have gennemført alle fem levels, vil en sjette teleporterings portal komme til syne, hvilken giver adgang til en Boss level.

Overvind Crunch og Elementet ved slutningen af hver Hub for at få adgang til den næste VR Hub.

INDLÆSNING OG GEMMEFUNKTION

Gem et spil

1. For at gemme et spil, skal du gå hen til Load/Save terminalen for at aktivere den.
2. Første gang du gemmer et spil skal du vælge en "enhed" på dit memorycard hvor du vil have spillet gemt (der er 4 mulige "enheder").
3. Vælg den enhed hvor du vil gemme dit spil og tryk ⊗.

Indlæsning af spil

1. For at indlæse et spil skal du gå hen til Load/Save terminalen for at aktivere den.
2. Vælg et tidligere gemt spil blandt de tilgængelige spil ved at trykke på ⊗.

Crate Balls of Fire!

Det handler om kasserne! Ødelæg kasserne, så du kan få fat i alle lækkerierne de gemmer på, som Wumpa frugter og 1-Ups. Ikke alle kasser er dog uskadelige, så pas på!

Kasse

En ganske normal uskadelig kasse.
Ødelæg dem for at få fingre i de lækre Wumpa frugter.

Spring kasser

Giver dine hop ekstra kraft, så du kan nå de højtplacerede områder, for ikke at nævne al den lækre frugt de giver hvis du bliver ved med at hoppe på dem. Hvis du snurrer på frugterne får du ingenting!

Overraskelses kasse

Du ved aldrig hvad du finder – der er en overraskelse i hver af disse kasser.

Aku Aku kasse

Jeg kan høre du banker, så nu lukker jeg dig ud! Ødelæg disse kasser for at befri Aku Aku ånden. Han hjælper Crash og Coco ved at beskytte dem. Find 1 maske for at få 1 hit point, 2 masker for at få 2 hit points og 3 masker for at opnå midlertidig uovervindelighed.

Checkpoint Kasse

Hvis du ødeløgger disse kasser vil du starte fra stedet hvor den enkelte kasse kassen står, istedet for at starte forfra på banen, hvis du skulle være så uheldig at miste et liv.av nivået.

Crash Kasse

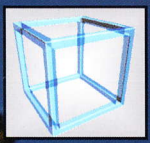
Et ekstra liv i hver kasse! På baner med Coco er Crash kasserne erstattet af Coco kasser.

TNT Kasser

Hop på disse for at aktivere en 3 sekunders sikring! Skynd dig væk før de springer. Pas på ikke at snurre på dem ellers...**BANG!**

Snurreboks

Hold øje da de ændrer sig hurtigere og hurtigere. Ødelæg dem for at få din præmie. Men tænk hurtigt! De ændrer sig hurtigt til usårlige jernkasser.



Gennemsigtige kasser

Disse mærkelige kasser kommer kun til syne hvis aktiverings kassen på den enkelte bane rammes.

Aktiverings Kasse

Ram disse kasser for at ændre de fjollede usynlige kasser

Nitro kasser

Vær meget forsigtig når du er i nærheden af disse højeksplosive kasser. Mangen en Bandicoot er blevet udslettet af disse grønne djævle.

Nitro Aktiverings Kasser

Knaldes disse, aktiveres samtlige Nitro kasser på banen.

Spring Kasser

Hoppe på disse trækasser for at få ekstra kraft på dine hoppe.

Jern Spring Kasser

Disse svært tilgængelige kasser kan bringe dig til andre svært tilgængelige steder.

Stålkasse

Disse er noget stærkere end gennemsnitskassen. Prøv nogen af Crash og Coco´s andre tricks for at åbne disse stygge drenge..

Tids Kasse

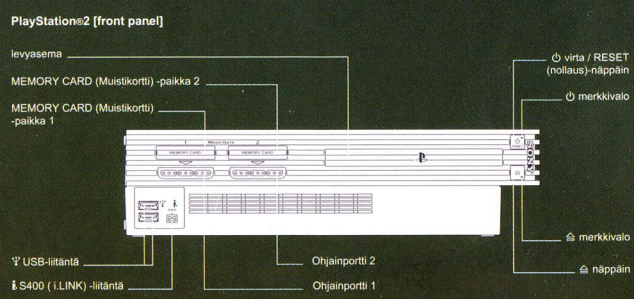
Er kun at finde i Tidsprøven. Disse kasser vil stoppe tiden i det antal sekunder som står på siden af kassen.

Usynligheds Kasser

Når disse rammes bliver Crash usynlig i en begrænset periode. På skærmen vil du fremstå som et omrids af Crash. Tip : Visse objekter opdager dig måske ikke når du er usynlig.

GETTING STARTED

PLAYSTATION SETUP



Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Crash Bandicoot: The Wrath of Cortex™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate.

Follow the on-screen instructions and refer to this manual for information on using Crash Bandicoot: The Wrath of Cortex™.

MEMORY CARDS(8MB) (for PlayStation®2)

Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play. Crash Bandicoot : The Wrath of Cortex™ lets you save games at their current level of play onto Memory Cards (8MB)(for PlayStation® 2), and resume play on previously saved games. A Memory Card (8MB) (for PlayStation® 2) is required. Insert a Memory Card (8MB) (for PlayStation® 2) into either MEMORY CARD slot 1 or MEMORY CARD slot 2 BEFORE starting play. Important: Do not switch off the main unit, remove or insert a Memory Card (8MB) (for PlayStation® 2), or Controllers while saving or loading games. Doing so could damage the game data.

BASIC CONTROLS

Analoginen Ohjain (DUALSHOCK®2)

SELECT-näppäin (valinta)
L2-näppäin
L1-näppäin
oikea suuntanäppäin
yläsuuntanäppäin
vasen suuntanäppäin
alasuuntanäppäin
ANALOG-tilan näppäin
vasen analoginen sauva
L3-näppäin
START-näppäin (aloitus)
R2-näppäin
R1-näppäin
□-näppäin
△-näppäin
○-näppäin
×-näppäin
tilamerkkivalo
oikea analoginen sauva
R3-näppäin

START OR ⊗ BUTTON	Start Game/Begin Play
START BUTTON	Pause
DIRECTIONAL BUTTONS OR LEFT ANALOG STICK	Select Options

Crashin ja Cocon ohjaaminen

Suuntanäppäimet tai vasen analoginen sauva

⇧ YLÖS ..... Eteenpäin
⇩ ALAS ..... Taaksepäin
⇨ OIKEALLE ..... Oikeaan
⇦ VASEMPAAN ..... Vasemmalle
△ NÄPPÄIN ..... Näytä pelitilanne
⊗ NÄPPÄIN ..... Hyppää
□ NÄPPÄIN ..... Pyörivä Crash / Cocon Karatepotku
○ tai [R1] NÄPPÄIN ..... Kyyristyminen (ei liikkeen aikana)
PIDÄ ○ NÄPPÄIN ALASPAINETTUNA, SITTEN LIIKUTA ⇧, ⇩, ⇨, tai ⇦ ..... Ryömintä
⊗ + ○ tai ⊗ + [R1] (ilmalennon aikana) ... Crashin keholäimäys / Cocon tömistys
○ tai [R1] NÄPPÄIN JUOKSUN AIKANA ⇧, ⇩, ⇨, tai ⇦ ..... Liukuminen
○ + ⊗ tai [R1] NÄPPÄIN + ⊗ JUOKSUN AIKANA ⇧, ⇩, ⇨, tai ⇦ ..... Superliuku

AJONEUVOJEN OHJAAMINEN

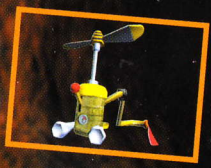
(KÄYTÄ VASENTA ANALOGISTA OHJAINTA ERI SUUNTIEN VALINTAAN)

Tulikärpänen

⊗ **NÄPPÄIN** – Alas painettuna lukitse tähtäin vihollisiin. Lukittumisen tapahduttua vapauta näppäin ampuaksesi.

Liitokone / Avaruushävittäjä

⊗ **NÄPPÄIN** – Ammu tykillä tai lasereilla
[R2] **NÄPPÄIN** –Piipun suuntaaminen oikeaan
[L2] **NÄPPÄIN** – Piipun suuntaaminen vasempaan



Kopterirepppu

⇧ **YLÖS** – Liikuttaa Crashia ylöspäin
⇩ **ALAS** – Liikuttaa Crashia alaspäin
⊗ **NÄPPÄIN** – Liikuttaa Crashia eteenpäin
○ **NÄPPÄIN** – Liikuttaa Crashia taaksepäin
⇦ / ⇨ – Liikuttaa Crashia vasemmalle / oikealle

Jeeppi

⊗ **NÄPPÄIN** – Kiihdytä

Cocon skootteri / lumilauta

⊗ **NÄPPÄIN** – Hyppää
○ **NÄPPÄIN**– Vauhdin lisäys

Sukellusvene

□ **NÄPPÄIN** –Laukaise torpedot
⊗ **NÄPPÄIN** – Vapauta syvyyspommi

Mech

Suuntaohjain – suuntaa / tähtää singolla kun se on aktivoitu
⊗ **NÄPPÄIN** – Hyppää
□ **NÄPPÄIN** – Alas painettuna aktivoi singon ja vapauttaessasi näppäimen laukaisee sen

KESKEYTTÄMINEN JA ASETUKSET

KESKEYTYKSEN NÄKYMÄ

Jos Dr. Cortexin vihanpito alkaa olla liikaa, voit milloin vain halutessasi keskeyttää pelin. Pelin keskeytysnäkymän kautta voit tarkastella edistymistäsi pelissä sekä vaihtaa pelin asetuksia.

Player Name
Name of saved game

Options:
Choose between three options, Resume Game, Game Options, Return to the Warp Room

% Completed
Percentage of game completed

Crystals, Gems, Relics & Powers
Runs in a cycle, shows the number of collected items, total items found throughout the game, and any special powers in use

ASETUKSET

Vaihtaaksesi tai valitaksesi pelin asetuksia pelin keskeytysnäkymässä; paina suuntaohjaimen suuntia tai [L3] YLÖS / ALAS valitaksesi asetuksen ja sen jälkeen tee haluamasi muutokset. Paina ⊗ näppäintä hyväksyäksesi uudet asetukset.

Värähtely PÄÄLLÄ / POIS PÄÄLTÄ
Paina värähtelyominaisuus päälle tai pois päältä ON/OFF –näppäimestä.

Ääniasetukset
Valitse MONO- tai STEREO –ääni, sekä säädä MUSIIKIN ja ÄÄNITEHOSTEIDEN äänen tasoa.

Keskitä
Säädä näkymää VASEMMALLE tai OIKEALLE

MITEN LIIKKUA VIRTUAALIMAAILMASSA

Virtuaalitodellisuuden Hub -järjestelmä

Coco on luonut virtuaalitodellisuuden Hub -järjestelmän, joka on sinulle avuksi etsiessäsi kristalleita.

VT Hub -järjestelmä

VT Hub -järjestelmiä on viisi.
Jokaisessa VT Hub -järjestelmässä on viisi teleportaatioporttia eri tasoille.

Läpäistessäsi kaikki viisi tasoa, saat käyttöösi kuudennen teleportaatioportin, jonka kautta pääset Boss –tasolle.

Voita Crunch ja Elemental jokaisen Hubin lopussa saadaksesi käyttöön seuraavan VT Hub –järjestelmän.

LATAAMINEN JA TALLENTAMINEN

Pelitilanteen tallentaminen

1. Tallentaaksesi pelitilanteen, kävele Lataa / Tallenna –terminaaliin aktivoidaksesi sen.

2. Jos olet tallentamassa peliäsi ensimmäistä kertaa, valitse haluamasi tallennuspaikka neljästä vaihtoehdosta.

3. Valittuasi tallennuspaikan paina ⊗.

Pelin lataaminen

1. Ladataksesi tallennetun pelin, kävele Lataa / Tallenna –terminaaliin aktivoidaksesi sen.

2. Valitse jokin aikaisemmin tallentamasi peli painamalla ⊗.

Laatikot!

Laatikot ratkaisevat pelin! Murskaa laatikoita auki saadaksesi käyttöösi kaikki salaiset lisäavut, kuten Wumpa –hedelmän tai lisäelämän. Muista, että kaikki laatikot eivät olekaan niin kivoja. Ole varovainen!

Laatikko

Tämä on se tavallinen laatikko. Murskaa näitä auki saadaksesi herkullisia Wumpa –hedelmiä.

Pomppiva laatikko

Nämä tulevat tarpeeseen kun yrität yltää korkealle, puhumattakaan hedelmistä joita saat jos jatkat niiden päällä hyppimistä riittävän pitkään. Jos saat ne pyörimään, et saa mitään!

Yllätyslaatikko

Koskaan et voi tietää mitä nämä sisältävät – jokaisessa yllätyslaatikossa on ylläri.

Aku Aku -laatikko

Mää kuulen kuinka sää koputat, joten taidanpa päästää sut ulos! Murskaa laatikoita auki vapauttaaksesi Aku Akun henki. Näin hän voi auttaa Crashia ja Cocoa suojelemalla heitä. Keräämällä yhden naamion saat yhden kestopisteen, kahdesta naamiosta kaksi ja kolmesta naamiosta väliaikaisen voittamattomuuden.

Tarkistuspistelaatikko

Näitä laatikoita avaamalla pääset aloittamaan pelin uudelleen siitä hetkestä, jolloin satuit menettämään yhden elämän, sen sijaan että sinun täytyisi aloittaa peli uudelleen koko tason alusta.

Crash -laatikko

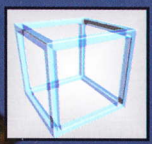
Ylimääräinen elämä joka laatikossa! Tasoilla, joilla seikkailee Coco, nämä laatikot ovat Coco –laatikoita..

TNT -laatikko

Näiden päällä pomppimalla käynnistät kolmen sekunnin ajastinlaukaisimen. Siirry turvaan ennen kuin pamahtaa! Varo pyörittämästä näitä tai muuten... **PAMAUS!**

Slot-laatikko

Katso miten ne muuttuvat nopeammin ja nopeammin. Pyöritä niitä voittaaksesi palkinnon, mutta toimi nopeasti sillä Slot –laatikot muuttuvat hyvin nopeasti särkymättömiksi rautalaatikoiksi.



Ääriviivalaatikot
Nämä oudot laatikot ilmestyvät näkyviin vain jos saman pelitason Kytkinlaatikko on aktivoitu.

Kytkinlaatikko
Lyö näitä aktivoidaksesi hullunkuriset Ääriviivalaatikot.

Nitrolaatikko
Näiden hyvin herkkien räjähtävien laatikoiden lähettyvillä kannattaa olla varuillaan. Monikin pussieläin on nimittäin joutunut näiden ikävien laatikoiden uhriksi.

Nitro Kytkinlaatikko
Tätä läimäyttämällä tuhoat pelitason jokaisen Nitrolaatikon..

Jousilaatikko
Näiden päällä hyppimällä saat pomppuusi mahtavasti korkeutta lisää.

Rautainen jousilaatikko
Nämä ovat vahvempia kuin tavanomaiset laatikot. Kokeile joitain Crashin tai Cocon erikoisliikkeitä saadaksesi näitä auki.

Teräslaatikot
Nämä ovat vahvempia kuin tavanomaiset laatikot. Kokeile joitain Crashin tai Cocon erikoisliikkeitä saadaksesi näitä auki.

Aikalaatikko
Tämä laatikko löytyy ainoastaan Time Trial –pelimuodosta. Aikalaatikot jähmettävät ajastimen niin moneksi sekunniksi kuin mitä niissä lukee..

Näkymättömyyslaatikko
Näitä kun pyöräyttää, Crash muuttuu joksikin aikaa näkymättömäksi. Ruudulla näyt Crashin ääriviivana. Huomaa: jotkin esineet eivät reagoi sinuun ollessasi näkymätön.

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